

10. (Amended) The game apparatus as claimed in claim 1, further comprising: an external output section for outputting the game image data generated by the first generating section or the game image data generated by the second generating section, to a predetermined external display section connected to the game apparatus.

16. (Amended) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising: a switching program code of switching between the game image data generated by the first generating program code and the game image data generated by the second generating program code, to output either the game image data generated by the first generating program code or the game image data generated by the second generating program code.

18. (Amended) The storage medium having the program recorded thereon, as claimed in claim 11, the program further comprising: a program code of adjusting a brightness of the game image data generated by the second generating program code, on the basis of the game image data generated by the first generating program code.

27. (Amended) The computer program as claimed in claim 22, the computer program further comprising a program code for performing: a switching means for switching between the game image data generated by the first generating means and the game image data generated by the second generating means, to output either the game image data generated by the first generating means or the game image data generated by the second generating means.

29. (Amended) The computer program as claimed in claim 22, the computer program further comprising a program code for performing: an adjusting means for adjusting a